

- 1
- e. means to generate a plurality of codes, hereinafter referred to as color codes, from said plurality of operating codes,
 - f. plurality of multi-color light emitting means,
 - g. means to route said color codes to said light emitting means in accordance with the determination of said routing means,
 - h. means to decode said plurality of color codes and activate said plurality of multi-color light emitting means,
 - i. means for varying the level of difficulty of any particular game, and
 - j. sensorially perceptible indicating means responsive to said entry control means for generating a first sensorially perceptible indication corresponding to each activation of the entry control means, a plurality of sensorially perceptible and distinct indications each of which is corresponding to each of a plurality of predetermined colors being displayed at all multi-color light emitting means and a sensorially perceptible indication corresponding to the successful completion of a game.

a!
Cont.

THIRD: Please rewrite claim numbered "15" as follows:

Q2

15. An electronic game device as recited in claim 1 wherein the shape of said [box] housing can be any three dimensional geometric configuration and wherein said plurality of playing positions are mapped on the surface of said geometric

configuration.

(FOURTH: Please rewrite claim numbered "16" as follows:)

A²
Cont.
16. An electronic game device as recited in claim 1 further comprising mode means for controlling said electronic game device to operate in a predetermined number of different levels of difficulty, said controlling means comprising manually operable means for selecting each of said predetermined number of different operating difficulty levels, said difficulty levels [mean] include changing the apparent positions of said entry control means and/or changing the apparent positions of said multi-color light emitting means.

FIFTH: Please delete claim numbered "17" and add new claim numbered "48" as follows:

A³
~~1748~~. An electronic game device as recited in claim 1 including a microprocessor which comprises:

- a. programming means to control the progress of the game,
- b. programming means to generate said sets of operating codes,
- c. programming means to monitor the actuation of said entry control means,
- d. programming means to simulate the operation of said routing means to route said operating codes within the device,
- e. programming means to compute said color codes from said operating codes by executing a plurality of predetermined boolean functions,

- a³
Cont.
- f. programming means to randomly map the actual positions of said entry control means into a respective plurality of apparent entry control means in order to vary the difficulty of the game,
 - g. programming means to randomly map the actual positions of said multi-color light emitting means into a respective plurality of apparent multi-color light emitting means in order to further vary the the difficulty of the game,
 - h. programming means to address each of said multi-color light emitting means to automatically route each of said color codes to its respective multi-color light emitting means in accordance with the determination of said routing means,
 - i. programming means to control the flashing of said multi-color light emitting means, and
 - j. programming means to generate a sequence of audio tones to produce said sensorially perceptible indications.
-

SIXTH: Please rewrite claim numbered "18" as follows:

a⁴

18. An electronic game device as recited in claim [17]
¹⁷
~~48~~ further comprising controlling means for terminating the current game and initiating a new game, said controlling means comprising manually operable means to cause said device to reset its memory and generate a new set of operating codes.

SEVENTH: Please rewrite claim numbered "19" as follows:

a⁵

19. An electronic game device as recited in claim [17]

A5
Cont. ¹⁷
~~48~~ wherein said sensorially perceptible indications are synchro-
nized with said multi-color light emitting means.

EIGHTH: Please rewrite claim numbered "20" as follows:

A6
¹⁷
~~48~~ 20. An electronic game device as recited in claim [17]
further comprising addressing means to sequentially activate
said multi-color light emitting means, for a predetermined time
duration and in accordance with a predetermined activation
sequence, in response to each activation of said entry control
means.

NINTH: Please rewrite claim numbered "21" as follows:

- A7
²¹
~~21~~. An electronic game device comprising:
- a. a [box] housing for the device,
 - b. means for generating a plurality of codes hereinafter
referred to as operating codes,
 - c. plurality of entry control means,
 - d. plurality of routing means defining a respective
plurality of playing positions on the surface of
said [box] housing, each of said routing means being
actuatable by said entry control means to route said
operating codes within the device,
 - e. means to pictorially represent a plurality of images
wherein each of said plurality of playing positions
is indicated to provide a plurality of display
positions, each of said display positions is used
to indicate any of said plurality of images,
 - f. means to generate a plurality of codes, hereinafter
referred to as display codes, from said plurality of
operating codes,

- a⁷
- g. means to route said display codes to said display positions in accordance with the determination of said routing means,
 - h. means to activate each of said plurality of display positions to provide a pictorial representation of the received display code,
 - i. means for varying the level of difficulty of any particular game, and
 - j. sensorially perceptible indicating means responsive to said entry control means for generating a first sensorially perceptible indication corresponding to each activation of entry control means, a plurality of sensorially perceptible indications each of which is different from said first sensorially perceptible indication and corresponding to each of said plurality of images being displayed at all display positions, and a sensorially perceptible indication corresponding to the successful completion of a game.

TENTH: Please delete claim numbered "33" and add new claim numbered "49" as follows:

~~3549~~. An electronic game device as recited in claim ~~21~~²³ including a microprocessor which comprises:

- a⁸
- a. programming means to control the progress of the game,
 - b. programming means to generate said sets of operating codes,
 - c. programming means to monitor the actuation of said

entry control means,

- a8
- d. programming means to simulate the operation of said routing means to route said operating codes within the device,
 - e. programming means to compute said display codes from said operating codes by executing a plurality of predetermined boolean functions,
 - f. programming means to randomly map the actual positions of said entry control means into a respective plurality of apparent entry control means in order to vary the difficulty of the game,
 - g. programming means to randomly map the actual positions of said display positions into a respective plurality of apparent display positions in order to further vary the difficulty of the game,
 - h. programming means to generate a plurality of graphic symbols, each of said graphic symbols corresponds to each of said plurality of images,
 - i. programming means to address each of said plurality of display positions to automatically route each of said display codes to its respective display positions, in accordance with the determination of said routing mean, to provide said pictorial displays,
 - j. programming means to control the flashing of said display positions, and
 - k. programming means to generate a sequence of audio tones to produce said sensorially perceptible

a8
indications.

ELEVENTH: Please rewrite claim numbered "34" as follows:

a9
³⁵~~49~~ ³⁶34. An electronic game device as recited in claim [33]
further comprising controlling means for terminating the
current game and initiating a new game, said controlling
means comprising manually operable means to cause said device
to reset its memory and generate a new set of operating codes.

TWELVETH: Please rewrite claim numbered "35" as follows:

a10
³⁵~~49~~ ³⁷35. An electronic game device as recited in claim [33]
further comprising means for producing video signals, wherein
each of said plurality of entry control means includes a key pad
switch and wherein said plurality of display positions are
provided on a video monitor.

THIRTEENTH: Please rewrite claim numbered "36" as follows:

a11
³⁵~~49~~ ³⁸36. An electronic game device as recited in claim [33]
wherein said plurality of images include a geometric shape
depicted in various colors.

FOURTEENTH: Please rewrite claim numbered "37" as
follows:

a12
³⁵~~49~~ ³⁹37. An electronic game device as recited in claim [33]
wherein said means for pictorially representing said plurality
of images comprises an LCD display.

FIFTEENTH: Please rewrite claim numbered "38" as
follows:

a13
³⁵~~49~~ ⁴⁰38. An electronic game device as recited in claim [33]
wherein said means for pictorially representing said plurality
of images comprises an LED display.

SIXTHTEENTH: Please rewrite claim numbered "39" as

follows:

Q14 35
49 41 39. An electronic game device as recited in claim [33]
wherein said sensorially perceptible indications are synchro-
nized with said pictorially display means.

SEVENTEENTH: Please rewrite claim numbered "40" as

follows:

Q15- 44 40. An electronic game device comprising:

- a. a [box] housing for the device,
- b. means for generating $2N$ codes hereinafter referred to as operating codes wherein N represents an integer and N is greater than 1,
- c. N^2 entry control means,
- d. N^2 routing means defining a respective N^2 playing positions on the surface of said [box] housing, each of said routing means being actuatable by said entry control means to route said operating codes within the device,
- e. means to generate $2N$ codes, hereinafter referred to as color codes, from said operating codes, each of N of said color codes corresponds to each of N predetermined colors, the remaining N color codes correspond to a dark display,
- f. N^2 multi-color light emitting means, each of said light emitting means is associated with each of said N^2 playing positions,
- g. means to route said color codes to said light emitting means in accordance with the determination

of said routing means,

- a¹⁵
- h. means to decode said color codes and activate said multi-color light emitting means,
 - i. means for varying the level of difficulty of any particular game, and
 - j. sensorially perceptible indicating means responsive to said entry control means for generating a first sensorially perceptible indication corresponding to each activation of the entry control means, N sensorially perceptible and distinct indications each of which corresponds to each of said N predetermined colors being displayed at all N^2 multi-color light emitting means and a sensorially perceptible indication corresponding to the successful completion of a game.

EIGHTEENTH: Please delete claim numbered "42" and add new claim numbered "50" as follows:

a¹⁶

~~50. A routing element for electrical codes comprising binary switching means and is depicted as a geometric square and further comprises eight (8) ports (four input ports and four output ports) which are depicted to be located at the four (4) edges of the corresponding geometric square such that one input port and one output port are located at each edge of said square to provide eight (8) possible internal routes within the geometric square as follows:~~

- ~~b. if said binary switching means is set to "1", then:~~
- ~~(i) the input port at the bottom edge of the square~~

connects to the output port at the top edge of the square,

(ii) the input port at the left edge of the square connects to the output port at the right edge of the square,

(iii) the input port at the right edge of the square connects to the output port at the bottom edge of the square,

(iv) the input port at the top edge of the square connects to the input port at the left edge of the square, or

a16 b. if said binary switching means is set to "0", then:

(i) the input port at the bottom edge of the square connects to the output port at the right edge of the square,

(ii) the input port at the left edge of the square connects to the output port at the top edge of the square,

(iii) the input port at the right edge of the square connects to the output port at the left edge of the square,

(iv) the input port at the top edge of the square connects to the output port at the bottom edge of the square.

NINETEENTH: Please rewrite claim numbered "43" as follows:

a17 subject 43. An electronic game device as recited in claim 1 wherein each of said plurality of routing means includes means

a¹⁷ to implement the routing element recited in claim [42] 50.

TWENTIETH: Please rewrite claim numbered "44" as

follows:

a¹⁸ sub c1 44. An electronic game device as recited in claim [17] 48 wherein said routing means includes means to implement the routing element recited in claim [42] 50.

TWENTY-FIRST: Please rewrite claim numbered "45" as

follows:

a¹⁹ sub c1 45. An electronic game device as recited in claim 21 wherein each of said plurality of routing means includes means to implement the routing element recited in claim [42] 50.

TWENTY-SECOND: Please rewrite claim numbered "46" as

follows:

a²⁰ sub c1 46. An electronic game device as recited in claim [33] 49 wherein said routing means includes means to implement the routing element recited in claim [42] 50.

TWENTY-THIRD: Please rewrite claim numbered "47" as

follows:

a²¹ sub c1 47. An electronic game device as recited in claim 40 wherein each of said N² routing means includes means to implement the routing element recited in claim [42] 50.

TWENTY-FOURTH: Please add new claim numbered "51" as

follows:

a²² 51. An electronic game device as recited in claim 21 wherein said plurality of images include a plurality of Jigsaw puzzle pieces.

It is requested that corrections to the drawings be deferred until notice of allowance has been received. Please